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The crazy inventor Heinrich Von Schtinker is dead. Or so we thought until the nightwatchman told us his fantastic tale of the haunting of Von Schtinkers' old castle. Yes, it's been confirmed. Heinrichs' spirit (a.k.a. Bubble Ghost) has been seen blowing a bubble throughout the macabre halls of his ancestral home. Your job is to help Bubble Ghost move the bubble through the 35 rooms of the castle, past all the mad inventions of Von Schtinker. Once the little ghostie makes it through the haunting will cease.

SYSTEM REQUIREMENTS

Bubble Ghost requires a 512K Apple IIGS with one disk drive and a color monitor.

GETTING STARTED

Insert the Bubble Ghost disk in the disk drive and turn on the computer. Bubble Ghost loads automatically. After the program loads, the title screen appears, followed by the high-score list. Click the mouse button to start the game.

SETTING UP THE GAME

A Selection Screen appears with the following choices:

Select the number of players lets you choose between a one or two player game. In a two player game, play alternates after a bubble pops (Each time you have a turn, click the mouse button to start.). If your game is going poorly, press **Esc** and then press the mouse button to start again.

Add the number of the room to practice lets you practice any level of the game. This is useful when a level is giving you trouble. Click on the + and - buttons to select the level you want to practice, then click on **Practice**. You can't practice the last level (Von Schtinker never made anything too easy). You have an unlimited number of bubbles to practice with. To exit, press **Esc**.

Esc exits you from Play or Practice and returns you to the High Score screen and demo mode. To exit the demo mode, press the mouse button.

GHOSTLY MOVEMENT

Bubble Ghost is indestructible. He can touch and cross over any object without injury. Unfortunately, the bubble is not so lucky. If it touches any object, it pops. Note: The ghost may touch the bubble without popping it. You start with 6 bubbles (5 in your Bubble Pouch, plus the one you are blowing on), but you can get more (see **EXTRA LIVES**). The number of bubbles shown at the bottom of the screen indicates the number of bubbles in your Bubble Pouch.

Use the mouse to move the ghost around the screen. He moves with the roller ball movement of the mouse. To move the ghost to another angle, use the left and right arrow keys located to the right of the Spacebar. The left arrow key rotates him counter-clockwise while the right arrow key moves him clockwise. Rotate the ghost to get the best angle for blowing the bubble around corners and contraptions. To make Bubble Ghost blow, press the mouse button.

MOVING THE BUBBLE

To move the bubble, Bubble Ghost must blow on it. To blow, press the mouse button. The distance between the bubble and the ghost affects the strength of the blowing action. The closer they are, the more the bubble moves. Don't blow too long without letting Bubble Ghost breathe, or he turns red in the face and you lose points (See **SCORING**). In addition to blowing the bubble, Bubble Ghost must blow on objects in the castle to clear the way for the bubble (See **TRICKS AND TECHNIQUES**).

COMPLETING A LEVEL/EXTRA LIVES

There are 35 rooms (levels). To complete a level, blow the bubble across the screen to the exit. Some levels have more than one exit. These "secret passageways" let you skip levels and bypass some of Von Schtinkers' inventions.

You start the game with 6 lives (bubbles). If a bubble pops, you lose a life. Extra lives are awarded after successfully completing the following levels: 5, 11, 17, 23, and 29.

SCORING POINTS

Points are awarded after completing a level as described below:

Completing the level: 500 points if completed with 1 bubble.

Time left on bonus counter: At the bottom of the screen is a long horizontal bar that keeps getting shorter. This is the Bonus Bar. The faster you get through the room, the higher your bonus. If you pop a bubble, the bonus counter does not reset for the next bubble. It continues from where it was when the first bubble popped.

Effective breathing techniques: When Bubble Ghost runs out of air, he turns red. He starts at a pale pink and progresses to fire engine red. If you complete the level without turning Bubble Ghost red, you earn an extra 100 points. If you hear Bubble Ghost wail, you are being warned to ease up or your 100 points will be gone.

Discovering castle secrets: Bubble Ghost must blow on objects in the castle to clear the way for the bubble. Solving one of these puzzles earns you 500 points. See **TRICKS AND TECHNIQUES** for more information.

TRICKS AND TECHNIQUES

In addition to secret passageways (see **COMPLETING A LEVEL**), there are other mysteries in the castle. Bubble Ghost must blow on certain objects to clear the way for the bubble. We don't want to give it all away, but if a candle was making things a little too hot for you, what would you do? And what about the fans? You'll never get by unless you discover their secret. Check out the box this manual came in for some quick trumpet lessons. These hints should put you on the right track. There are other secrets, but....

CREDITS

Bubble Ghost was designed and programmed by those crazy guys at Infogrames in scenic France. They're the same ones who brought you Pinball Wizard.

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